

Obscure Factory

DESIGN DOCUMENT

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Introduction

Game Summary Pitch

Obscure Factory is a story-based resource management game, where you run a production facility in a setting that blends sci-fi and fantasy.

Inspiration

Citizen Sleeper

Citizen Sleeper inspired the core mechanic for action economy and randomness in the form of action dice. The game's quests and survival

mechanics inspired the “race against the clock” nature of the main player’s objective.

Factorio

Factorio is a game about logistics and scaling up massive supply chains. The idea of exponential growth of production, where the more you build, the faster you can produce, inspires the production mechanics of our game.

Player Experience

The player has to maintain a factory that powers up the only device that ensures the survival of their colony. Over the course of the game, the external threat escalates exponentially, and the player must keep up with increasing the productivity of the protection device, and with other events that threaten to break essential components of the factory.

Platform

Windows, Web

Development Software

- Godot 4
- Inkscape for SVG graphics, Gimp for raster
- Audacity for audio

Genre

Singleplayer, turn-based resource and construction management.

Target Audience

The game will be appealing to players who enjoy management or puzzle games with moderate difficulty and to players who like interactive narratives.

Concept

Gameplay overview

Each turn the player rolls a number of 6-sided dice. These dice can be used to perform actions on a 2-dimensional map of the factory, such as: operate a device to extract a resource, fabricate a device, perform maintenance tasks, etc. The outcome of the action is generally better, the higher the number rolled on the die. The number of dice depends on the number of people who work at the factory, which can go up or down because of various quest outcomes. The player can also interact with quest markers on the map, and make decisions that may affect the rest of the game.

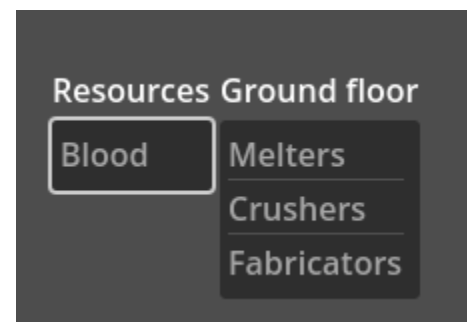
Theme Interpretation (Shadows and Alchemy)

The events of the game happen in a near future, where an unspecified event causes fantasy-like phenomena to start happening on Earth. The scientists were able to harness these phenomena to enable alchemy (i.e. transformation of certain elements into other elements). Unknown to the player, the massive use of these phenomena causes detrimental effects to the planet in the form of Shadows that grow ever more menacing and eventually deadly.

Mechanics

Factory Management

The game shows the factory plan where individual machines can be selected or new machines can be added. This requires the use of an action die.



Action Dice



Each turn the player rolls a number of dice depending on the population level. Each die can be used to perform factory management actions, or advance quests. Generally, dice with high rolled values lead to better outcomes.

Population

People living and working at the factory are represented with a single number that can go up or down because of external effects, such as shadow sickness, or quests. The population affects the number of action dice the player receives each turn.

Shadow Pressure

There is an advanced and persistent threat from the shadows attracted by the operation of the obscure factories. This threat increases exponentially throughout the game, and can also increase or decrease as an outcome of certain quests. The player needs to increase the output of their shadow repulsor to counteract shadow pressure, which otherwise leads to production line failures and/or loss of population.

Quests

Each turn the player may be presented with a choice, which may alter the amount of resources available in the game, the population, the shadow pressure, and other mechanics. The choice the player makes may also affect future quests.